SUPER MARIO ODYSSEY

Kingdom Adventures

Travel Companion Volume 4

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Travel Companion Volume 4

Seaside Kingdom
Luncheon Kingdom

Pack Your Bags!

When Mario set out to stop Bowser from forcing Princess Peach to marry him, he had no idea what it would lead to. But his attempt to save a friend quickly proves far more difficult than Mario could have ever anticipated. Much to Peach's dismay, the tuxedo-clad Bowser manages to knock Mario from his ship, sending him tumbling through the night sky.

But to where?

Thanks to a friendly flying top hat known as Cappy, Mario is roused from his slumber in a tiny area of the Cap Kingdom known as Bonneton. The local population isn't just friendly, but they've got a stake in stopping Bowser too! One of their own, Cappy's sister Tiara, was also kidnapped, and he wants to team up with Mario to get her back.

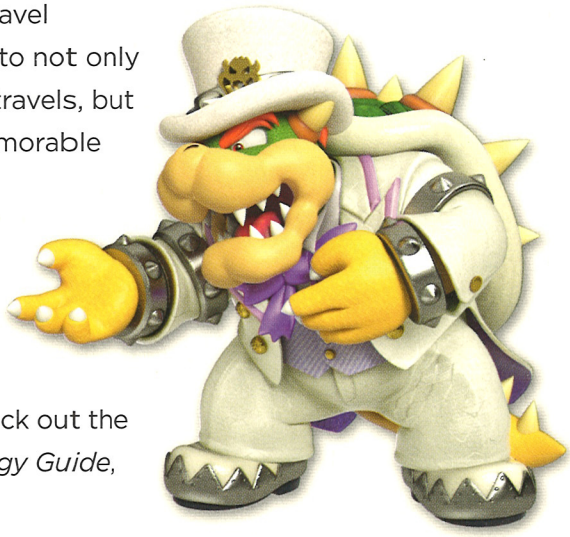
With Cappy's help, Mario soon finds himself in command of the Odyssey, an incredible airship capable of traveling to more than a dozen kingdoms. From the scorching sands of Tostarena to the bustling streets of New Donk City, there's no place the Odyssey can't go. Don your favorite hat and put your seatback in its full, upright position. The Odyssey is taking flight for Mario's biggest, boldest adventure yet!

CONTINUE THE ADVENTURE!

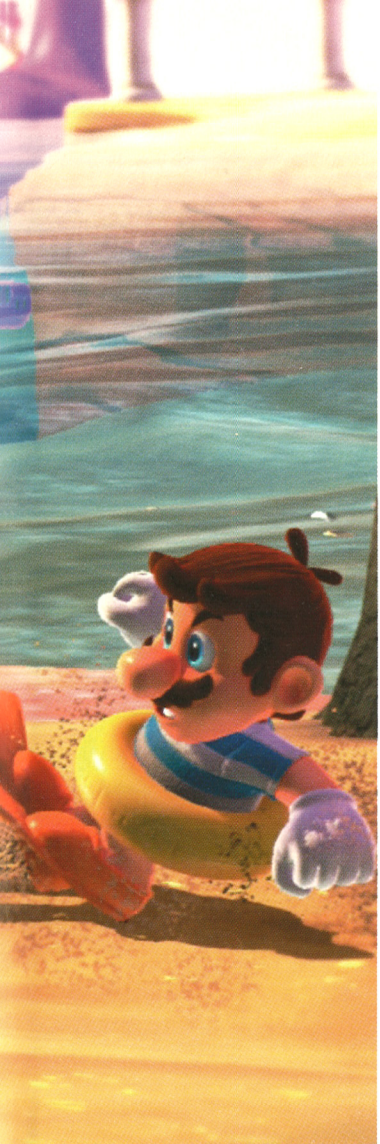
Collect all six volumes of *Super Mario Odyssey: Kingdom Adventures* to follow Mario on his epic journey!

Mario's desire to stop Bowser may be his ultimate goal, but the best part of any adventure is the journey, not the destination. And oh, the places you'll go, Mario!

Take us along as we help you uncover the secrets of two kingdoms in Mario's quest. The following pages contain insights into the most popular tourist attractions, regional events and activities, local culture, and souvenirs. Consider this book your ultimate travel companion, a tour guide designed to not only help you get the most out of your travels, but also to serve as a record of the memorable times you and Mario share.



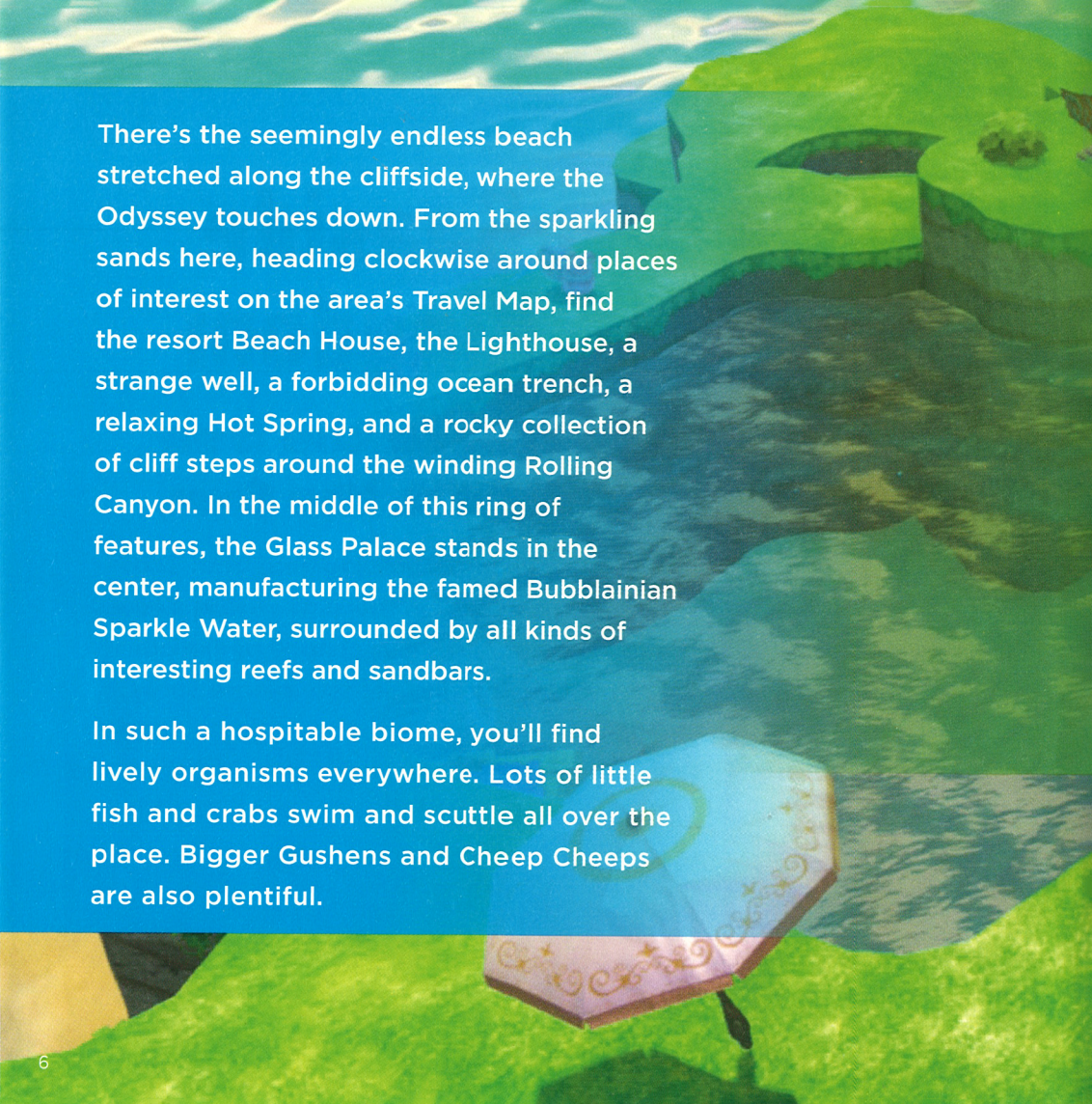
This volume provides insights into Seaside Kingdom and Luncheon Kingdom. For gameplay assistance, maps of Power Coins, and general strategy, be sure to check out the *Official Super Mario Odyssey Strategy Guide*, sold separately.



Seaside Kingdom

Where the Sea Meets the Sun.

Adventurous types arriving here from Snow Kingdom can bask in the sun's rays in sleeves and shorts, a refreshing change of climate. For travelers picking Seaside before Snow, enjoy the pleasant temperature while it lasts! Sandy beaches, clear water, chill residents, and an irresistible local beverage make Seaside Kingdom a premiere resort getaway destination.



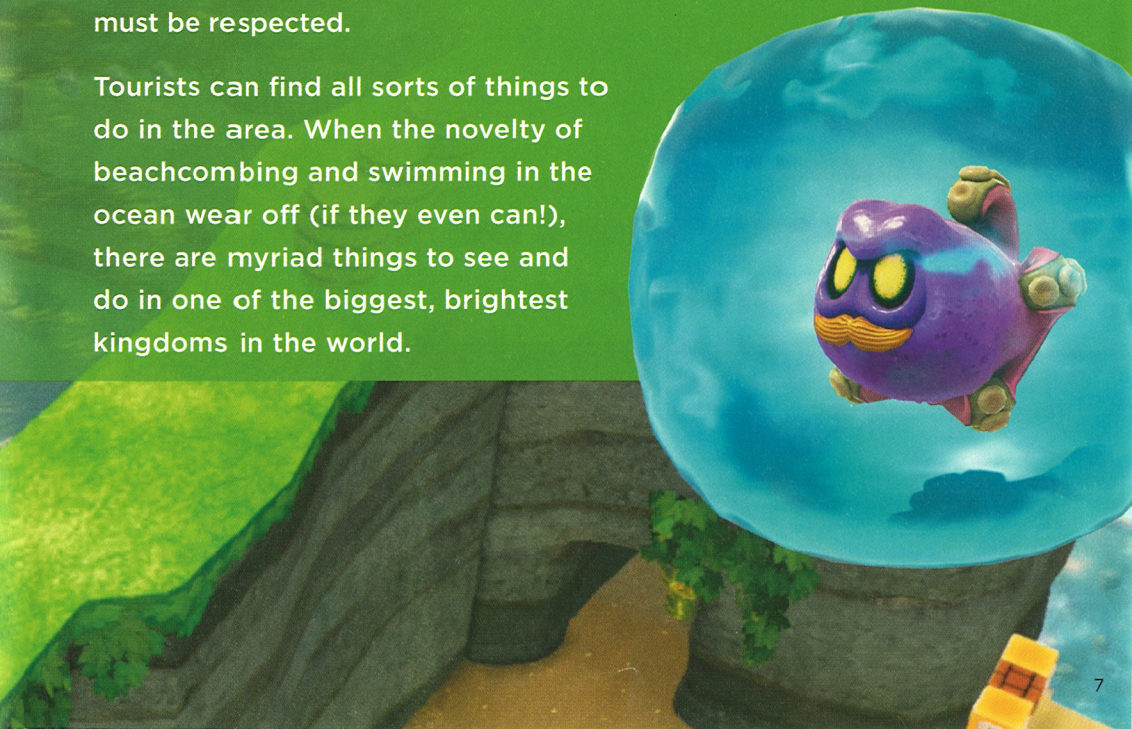
There's the seemingly endless beach stretched along the cliffside, where the Odyssey touches down. From the sparkling sands here, heading clockwise around places of interest on the area's Travel Map, find the resort Beach House, the Lighthouse, a strange well, a forbidding ocean trench, a relaxing Hot Spring, and a rocky collection of cliff steps around the winding Rolling Canyon. In the middle of this ring of features, the Glass Palace stands in the center, manufacturing the famed Bubblainian Sparkle Water, surrounded by all kinds of interesting reefs and sandbars.

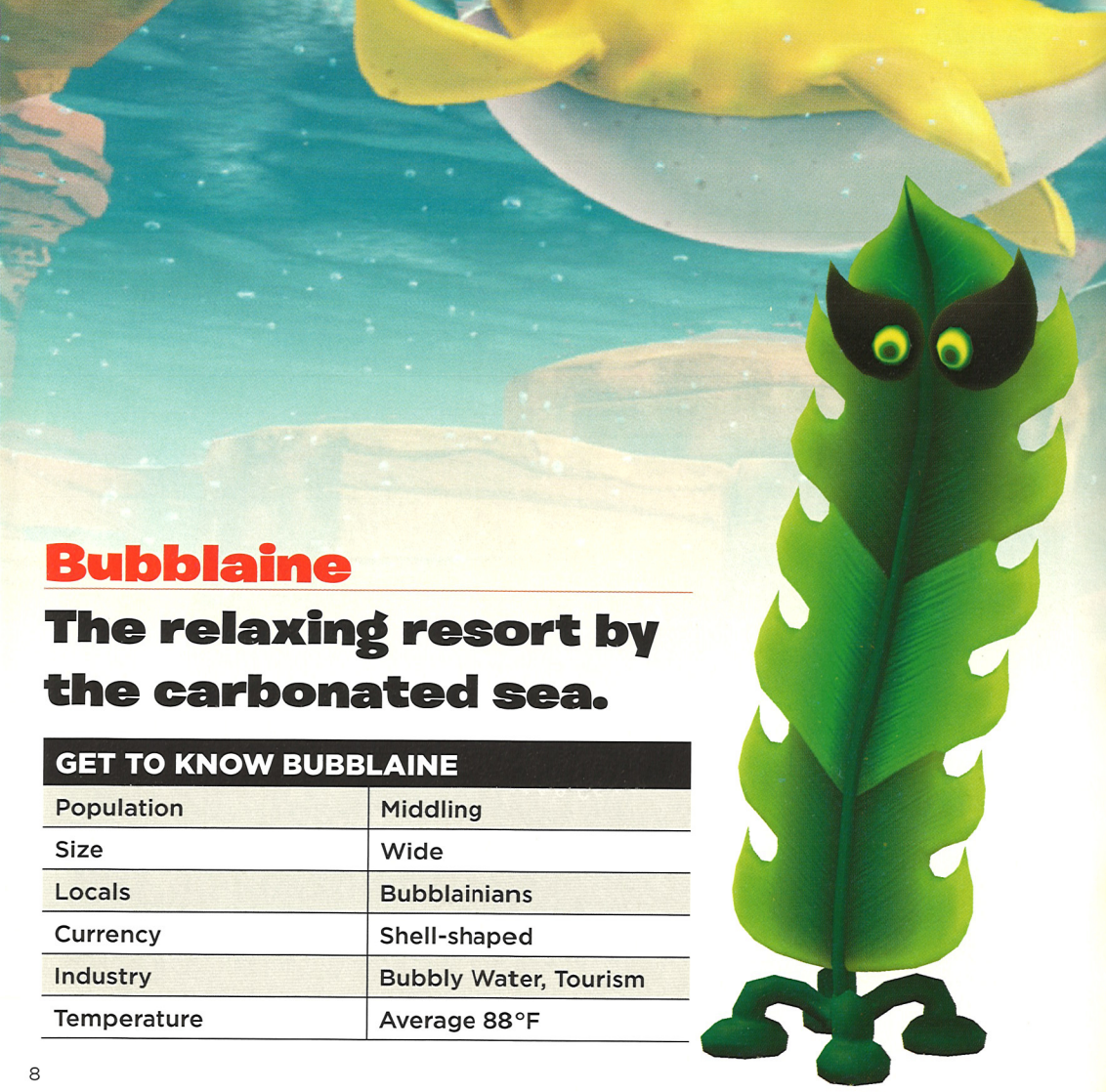
In such a hospitable biome, you'll find lively organisms everywhere. Lots of little fish and crabs swim and scuttle all over the place. Bigger Gushens and Cheep Cheeps are also plentiful.

Birds can be seen wheeling overhead, and the stewards running things around here, the Bubblainians, are helpful at everything from soda-making, to gardening, to beach volleyball. They may look snail-like, but they're anything but.

The area is mostly serene—at least, when Bowser isn't stopping up the carbonated water fountains, or leaving Goombas to foul up the beaches, or providing a giant octopus to harass everyone. Even in happy times, ornery wildlife like the Gushens, Komboos, and Maw-Rays must be respected.

Tourists can find all sorts of things to do in the area. When the novelty of beachcombing and swimming in the ocean wear off (if they even can!), there are myriad things to see and do in one of the biggest, brightest kingdoms in the world.





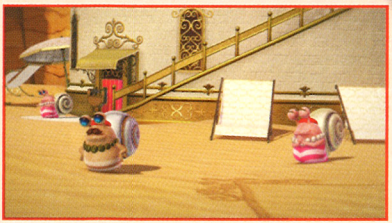
Bubblaine

The relaxing resort by the carbonated sea.

GET TO KNOW BUBBLAINE	
Population	Middling
Size	Wide
Locals	Bubblainians
Currency	Shell-shaped
Industry	Bubbly Water, Tourism
Temperature	Average 88°F

A BUBBLY BUNCH

The main residents here are a cheerful, skittish group known as Bubblainians. Children of the shining seaside sun, Bubblainians are accustomed to a comfortable and laid-back way of life, tuned into the rhythms of life beside the ocean. The snail-like citizens can be found primarily along the southern beach, especially around the Beach House. There are more Bubblainians throughout the region too, like atop the Lighthouse and relaxing in the Hot Spring.



THREE KEYS TO THE KINGDOM

1. *Gasp at the sight of all four fountains spraying into the Glass Tower.*
2. *Refresh yourself with the fizzy delights of Bubblainian seawater.*
3. *Play in the action-packed Beach Volleyball tournaments.*

Top Sights

Raise a Glass

The spectacle known as Glass Tower isn't just majestic, it also fulfills the critical role of manufacturing the famous local product, Sparkle Water.

An awe-inspiring view, but getting to the top is trickier. #CantGetThereFromHere #ToweringSelfie #SparkleWaterChurner

It stands atop the Glass Palace, which has a uniquely beautiful architectural style. It's a treasure to be explored!

INTO THE DRINK

It took a lot of doing, unclogging the four seawater fountains and defeating Brigadier Mollusque-Lanceur III, self-proclaimed "Dauphin of Bubblaine," but eventually Mario liberated the Glass Tower. At that point, it became an object worthy of exploration itself, and Mario dove in headfirst! There were secrets to find on both the interior and exterior of the Glass Tower's ornate Sparkle Water-churning cylinder. Getting atop the tower is as easy (and thrilling) as riding up on one of the surging fountain jets of ocean water.

A Miraculous Mixture

The four fountains in Bubblaine spray seawater toward the Glass Tower. The ocean here is carbonated but otherwise unremarkable. However, when blended in the Glass Tower, it takes on a deep, elegant flavor and becomes Sparkle Water!

The perfect vacation spot. #GoodFortune #FizzierDrinksAreBetter, #TowerShortcut

This treasured beverage is said to bring good fortune, happiness, and even romance to those who drink it, which has led to it being featured in many wedding ceremonies.

FIZZY FOUNTAINS

Upon arrival in Sea Kingdom, Mario discovered Bowser stopped up all the Sparkle Water fountains. This vile move was apparently designed to torment the locals and waylay Mario, whose Samaritan nature demanded he help get the bubbly flowing again. Finding and attending to each fountain took Mario across all four corners of the local map, from swimming through an underwater chamber to access the top of the Lighthouse, to using a captured Gushen to clean out lava from the Hot Springs, to navigating Rolling Canyon without being flattened by enormous, tumbling shells.

A Love Nest for Eels

In addition to the fun resort spots found in Bubblaine, there are some notably dangerous locations as well. One of these is the underwater cave connected to the lighthouse where gigantic creatures called Maw-Rays make their nests and shoot out their long bodies in response to stimuli. A little caution can go a long way when exploring this place.

Aaarr! Thar be a creature worth avoidin'.
#UnderwaterWoes #HoldYourBreath #StrongSwimmer

CHEAP CHEEP CHEEPS

The surging, snapping Maw-Rays are at home in the deep blue sea and Mario isn't, so swimming around their dens safely is mostly a matter of watching out for the rumble from their dirt mounds and underwater caves. Take care not to be in the proverbial line of fire in the first place.

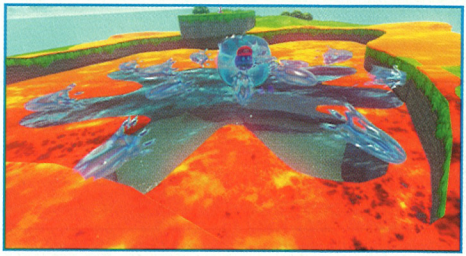
With a captured Cheep Cheep acting like a zippy mini submarine, dodging Maw-Rays is much easier. Cheep Cheeps can shimmy through the water very quickly, making eel-dodging a routine occurrence. As a Cheep Cheep, Mario just kept swimming and the Maw-Rays couldn't gobble him up, despite how tasty he appeared in fish form.

Nature's Hot Tub

A short distance away from the beach sits an outdoor bath fed by a natural hot spring. Featuring full ocean views, it has become quite popular with tourists. This spring was formed by volcanic activity on the ocean floor, and it's said to have numerous medicinal effects. Take one dip, and we're sure you'll fall for its charms. It's also a lovely natural reprieve from the modern resort developments.

The Hot Spring is just about the calmest place around, when lava or Gushens aren't mucking things up. #CleanlinessCounts #PoolManMario #GushenCapture

SPRINGING TO ACTION

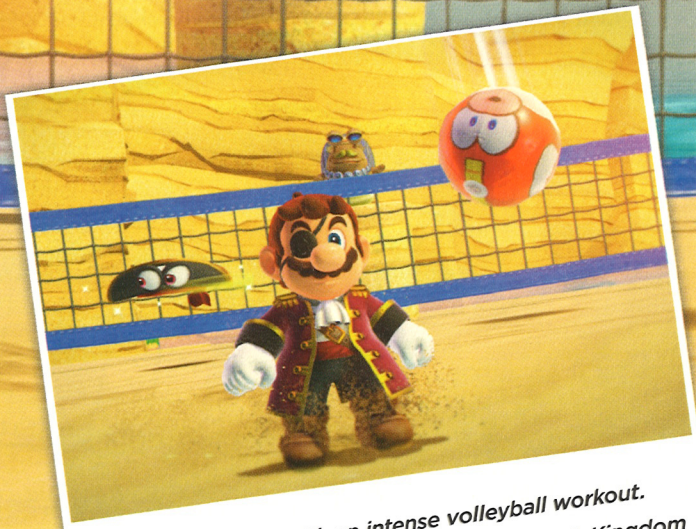


When Mario arrived in Seaside Kingdom on the trail of Bowser, the big bad octopus hunkering down on the Glass Tower sent all the locals into hiding, knocking the usual hot spring operation out of whack. Without routine maintenance, magma bubbling up from under the seafloor gunked up the wading pools here, closing down the springs until further notice.

Lucky for locals, Mario has extensive plumbing experience in all environments. The cleanup job was greatly aided by the hostile Gushens nearby, whose high-pressure waterjets easily rinsed away the hot lava. These things could make a killing opening a carwash in Metro Kingdom.

Relaxing Competition

When in Bubblaine, be sure to enjoy a game of beach volleyball on the local court. The on-site coach gives strong guidance, even for beginners. As they say around here, "Let's play!"



Fun in the sun with an intense volleyball workout. #FollowtheShadow #BeachVolleyball #SeasideKingdom

SUMMER ATHLETICS

Perhaps unsurprisingly, Beach Volleyball is one of the best, most-taxing exercises in all the kingdoms! Scurrying to and fro across the sand court keeping the ball (decorated delightfully like a Cheep Cheep) aloft is as challenging as it gets without going toe-to-toe with the Koopa King himself.

The Bubblainian holding court here sends back absolutely anything thrown its way. There's no outlasting the master, but challengers can see how long they keep up. Like in all other endeavors, Mario eventually persevered and returned more than 100 volleys cleanly across the net, netting two Power Moons for himself along the way!

Sand sports enthusiasts looking to improve their Beach Volleyball tallies at the Beach House should follow a few general tips. First, the ball can be returned either early, right as it crosses the net, or late, even (curiously) a moment after it touches down. Swat or kick at it at any height to send it back. Two, get a hat.

When Mario couldn't quite reach the Cheep Cheep ball before its bounce, he'd throw Cappy ahead to return it for him!

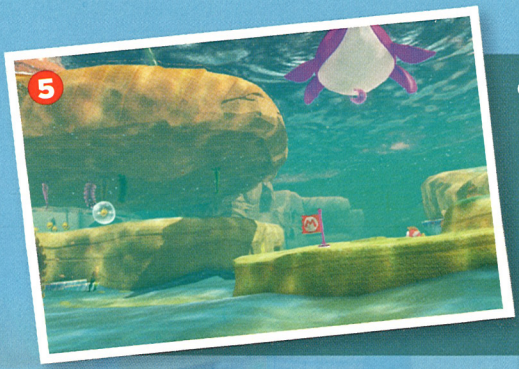
It's-a-You, Here!

The Odyssey: *The airship sits on the beach, halfway between the Beach House and Rolling Canyon. There are many little nooks, crannies, brooks, and pipes to inspect along the beach before straying into the sprawl of the rest of the seaside. Once peace has returned to Seaside Kingdom, Hint Toad and Uncle amiibo can be found nearby, along with a friendly dog.*

Beach House: *The southwest side of the beach is occupied by the Beach House resort and lots of languid beachgoers. Check out the Rocket Pad seated above the nearby high mesa, tend the seed garden atop the main resort building, bask in a beach chair with or without shading parasol, or join in the heated Beach Volleyball games upon the sand. Rocket Flowers sprouting in the sand allow anxious wave runners to skip out flower-powered across the surface of the sea.*

Lighthouse: *The local Lighthouse is of a perplexing design. Visitors must sometimes enter from an unexpected angle, via a northern well leading to an underwater cave. A pipe from the underwater cave grants access to the top of the Lighthouse, traveling up from the underwater cavern straight through the Lighthouse stem! Moonsnakes at the Lighthouse base keep visitors on their toes as they look around for coins and secrets.*

Ocean Trench West:
Not far from the well attached to the Lighthouse, this checkpoint flag is found on the seafloor. Nearby, the northwestern tip of an extended sandbar is a location of note, not to mention the deep ocean trench found just to the east. A docile plesiosaur swimming above also ferries along the local gold coin-collecting store.



Ocean Trench East: *This ocean trench's checkpoint flag waves in the water on the ocean floor near the Hot Spring. The deep channel containing the mysterious, riddling Sphynx is found just to the west. Above the waters here, gentle Dorrie hauls the local store accepting Regional Coins.*

Hot Spring Island: *In ideal conditions, this is among the most tranquil and relaxing location in the whole region, with a gently tiered, pleasantly plesiosaur-shaped island containing a geothermal hot spring, bubbling up warmth from below. Extenuating circumstances may sometimes knock the springs out of normal working order, though.*

Rolling Canyon: *The sheer beachside cliff along the southern edge of the region briefly gives way to a deep trench in the southeast, which curls back into the mountain a bit before looping up to an overlook ledge above. For daring canyoners, Rocket Flowers along the way provide a way to pick up extreme speed.*

Glass Palace: *The most important structure in Seaside Kingdom is the palace and tower located at the center. From the gentle sands, conspicuous treasure chest, and friendly Bubblainians at the base, to the tall glass cylinder filled with bubbling Sparkle Water above, there are lots of things to see packed into a narrow area.*

Above Rolling Canyon: *One of several high overlooks offering a panoramic northern view of Seaside Kingdom. Accessing Above Rolling Canyon can be dicey, because it involves navigating the dangerous Rolling Canyon! Of course, once tourists register themselves at the Checkpoint Flag up top, Instant Warp allows easy access back up to the overlook whenever desired.*

Diving Platform: *The most dizzying overlook in Seaside Kingdom is a rock ledge high above the southwest corner, but it cannot actually be accessed from anywhere in the area! Exceptionally perceptive explorers may emerge from the warp painting here after stepping into a different painting found in a kingdom farther along. Where the warp painting leading here can be found depends on whether explorers visited Snow Kingdom or Seaside Kingdom first, when presented with the choice.*

Getting Around

Bubblaine is a sprawling region that stretches across several islands, trenches, beaches, and overlooks. Visitors opting to explore on foot will have lots of hiking and swimming ahead of them. Rocket Flowers here and there allow temporary ultra-fast sprinting, even over the water's surface without plunging in.

And of course, after they're registered with an initial visit, lots of Checkpoint Flags are around to expedite trips back and forth across the kingdom.

The carbonated water fountains propel such a volume of water that it can be surfed all the way up the Glass Tower, giving a bird's-eye view over the whole territory and a chance to explore the tower interior.

Those lucky tourists who can capture wildlife can travel much faster by capturing either a Gushen to jet over the waters, or a Cheep Cheep to swim below. In addition, from the Lighthouse's roof, a Glydon can be used to soar far and wide over the sea.

Souvenir Hunting

Entrepreneurial Bubblainians have sweetened the deal for patrons of their stores with the only waterbound shops in the world! They're like little commercial cruise lines traveling the Seaside Kingdom on dinosaur backs. The Bubblainian riding atop the purple Dorrie will accordingly accept purple, Shell-shaped currency found hidden in the sands around the region.

To spend gold coins on items available universally, seek out the snail-shaped vendor riding the yellow Dorrie. Especially noteworthy at the purple shop is the Resort Outfit, which is the key to fully embracing the Beach House lifestyle.

CRAZY CAP: BUBBLAINE EXCLUSIVES

ITEM	REGIONAL COINS
Resort Hat	5
Resort Outfit	10
Sailor Hat	20
Sailor Suit	25
Seaside Kingdom Sticker	10
Glass Tower Model	5
Sand Jar	25

HAZARDS & HOSTILES

One of the biggest, most soaked kingdoms has a few aquatic threats mostly absent from drier locales. In particular, the squid-like Gushen thrive in the seaside sun above the surface, while drifts of plant-like Komboo are found in abundance just below. And there's the fact of all the water to contend with too, naturally.

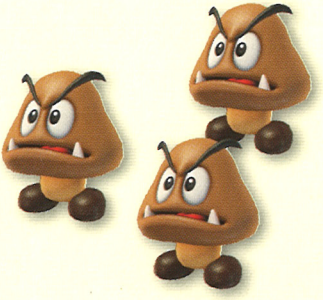
Drowning: *Visiting the seaside means getting wet. With no snorkel or scuba gear in hand, swimmers plunging under the waves must practice their freediving. Take a deep breath and dive in, but stay mindful of your remaining oxygen. Time trips to the surface to breathe, or find pockets of air bubbles underwater!*

Gushen: *These mean little squid are found all over the region wherever there is water, so basically everywhere. They can store and eject water so forcefully that it can be used as a weapon when spewed as a projectile. Or, it can provide transportation, propelling the little Gushen atop a column of water. Naturally, they should be given a wide berth!*

Maw-Ray: *Travelers learning about Seaside Kingdom are always most fearful of Maw-Rays, gigantic eels with jaws big enough to bite most other creatures clean in half. Maw-Rays at least spare most of the underwater realm from constant terror by staying put in their dens under the soft sand, usually indicated by circular depressions or round caves. But near their dens, watch out.*

Komboo: *Strange gossamer creatures made of long, drifting seaweed bodies atop little scurrying feet. It's easy to tell Komboos from mere undersea vegetation because regular plants don't move, or have mean faces. Komboos are best avoided, or easily dashed aside with thrown objects. Mario always has a trusty tool for underwater bushwhacking in Cappy.*

Goomba: *Bowser's main forces have already moved well on from Seaside Kingdom by the time Cappy and Mario arrive in the Odyssey, but some Goombas remain behind as a (mostly inept) rear guard. At least they're dressed for the occasion, wearing little pirate hats!*



Mini Goomba: *Wherever Goombas are found, Mini Goombas are sure to turn up, almost like dustbunnies. They can be found in a few places resting under the sand in little groups, revealed by well-placed ground pounds.*

CAPTIVE FRIENDSHIPS

With so much ground (and water) to cover, a few captures help quite a bit. Gushens have already been mentioned as an aggressive local threat, but they're also unique, terrific transportation through the air. A couple other non-aggressive creatures can also provide assistance:

Cheep Cheep: *On their own, Cheep Cheeps are content to travel lazy paths, swimming along blankly. But any traveler who happens to have a friend like Cappy can quickly turn a Cheep Cheep into a speedy mini submarine. Speedy underwater travel is just a capture away. Cheep Cheeps can even clear out tangles of underwater Komboo or bang underwater blocks with a spin attack.*

Glydon: *The gliding lizard is found on top of the Lighthouse, looking out toward the Glass Tower. Using Glydon to soar down from this height can put on quite a show for the awe-struck Bubblainians on the beach, and it can be useful for tracking the strange hawks soaring here.*

Uproot: *These springy seeds are tucked away in certain pipe environments away from the sandy beaches, where there's enough grass and soil for them to sprout. They'd be considered more of a threat where they're encountered—Uproots are definitely not friendly—if rising lava wasn't a much hotter issue.*

Events and Attractions

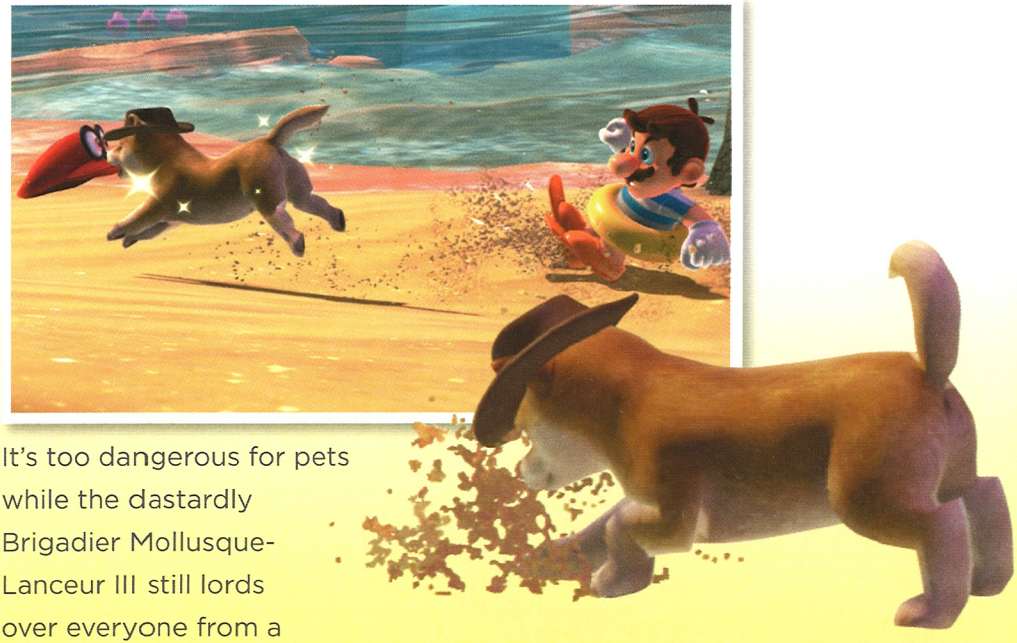
Exclusive Casual Club

The Beach House has plenty to do outside, with a garden and volleyball court only steps away, among other things. But only resortgoers dressed in the most relaxed and colorful seaside attire can enter the more laid-back part of the resort. Show up in a Resort Outfit (complete with hat) for the Bubblainian attendant here to permit entry. Inside, wave side to side, gently dancing along to the luau-like vibe.

Beachside Horticulture

The area is mostly seated on fine beach sand, not the kind of thing that gives many seeds purchase besides the odd Rocket Flower here and there. An aspiring gardener found on the Beach House's roof wants to change that. Four pots up there have been prepped and are all ready to go with nutrient-rich soil and plenty of room for special seeds to root. Wouldn't you know it, there are four special seeds to be found in Seaside Kingdom, under the rolling waves. If they're planted and watered, they'll surely help increase the diversity of the area's flora.

Good Dog!



It's too dangerous for pets while the dastardly Brigadier Mollusque-Lanceur III still lords over everyone from a Glass Tower perch. But once the octopus is knocked out it's all clear for Bubblainian beachgoers, visitors from nearby kingdoms, and, most importantly, friendly four-legged friends! Search the beach and you may just find a friendly pooch to play with. The little hat doesn't mean the dog is capturable, but it *is* adorable. Play fetch using Cappy (hold Cappy during throws to give the dog time to leap and snag him from midair), and follow the doggie around to see what it finds if it curiously sniffs anything up.

Beach Volleyball

Tourists pursuing amateur athletic pursuits will naturally check out the Koopa Freerunning race in each kingdom. The many timer challenges also serve as brief sprints. Beyond that, the greatest workout must be Seaside Kingdom's Beach Volleyball, where anyone can face off against a ceaseless and increasingly quick barrage of returns. The volleys take place before a cheerful crowd of Bubblainian beachgoers, and the rules are a bit lax, really—they'll let it go even if the ball is kicked back up just after bouncing.

Koopa Freerunning

To find the cross-country Koopa here, look around the northern sandbar. Once this race master gathers up enough competitors, the race will begin in a novel location indeed, at the bottom of the northern ocean trench! Savvy racers will launch off the seafloor with an underwater ground pound for a jumping boost off the starting line. The watery racecourse leads upward out of the trench, then south all the way into and through Rolling Canyon, via whatever winding path each racer chooses. Cheep Cheeps can be captured for faster underwater swimming; racers might surface, and try to line up Rocket Flowers to keep them skipping on the surface all the way to the beach.

On the beach, the obvious path curls up through the dangerous canyon, but a subtle path leads right up the sheer wall to the goal (right near the checkpoint Above Rolling Canyon) with the help of some capturable Volbonans stuck into the rock wall. Flick up between them with Cappy's help to finish the race faster!

Art Appreciation

The eerie Warp Painting portal entry found in Seaside Kingdom is craftily hidden at the bottom of the Glass Tower. There's no way up to the tower's gap at the top except by first launching up to the top of the tower thanks to the carbonated fountains, then plunging into the finished Sparkle Water below. What a luxury, but remember to breathe on the way down, thanks to rising air bubbles!

Depending on the path of his odyssey, when Mario passes through this painting he ends up in either Cascade, Wooded, or Lake Kingdom.

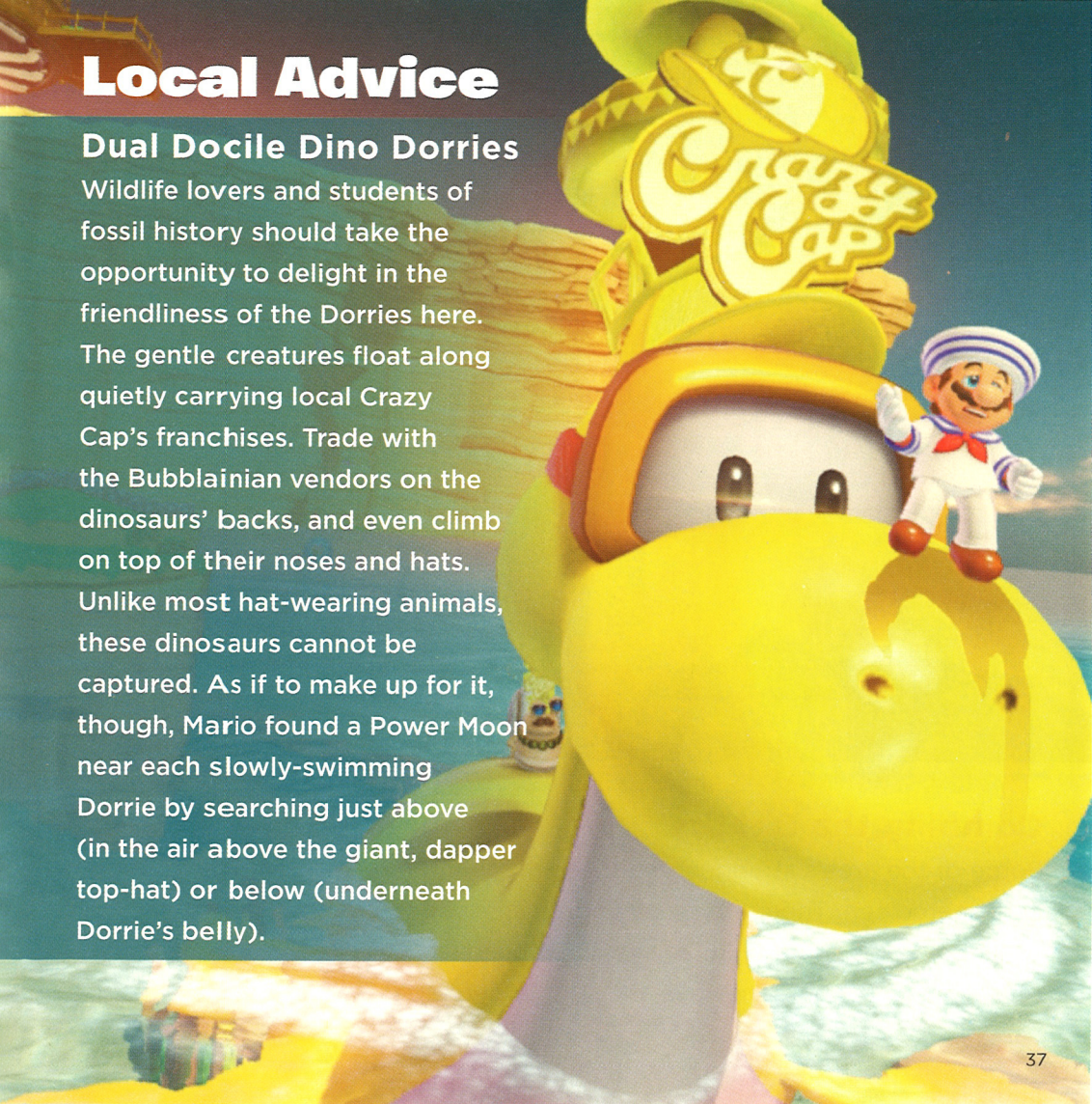
Postcards with Peach

Vacationing Peach and Tiara travel all the way up to the top of the Glass Tower to enjoy the best possible view of the bright, sunny kingdom. Travelers who happen to ride up the surging waters to drink in the view might have a chance to show their respect and enthusiasm, surely snapping an unforgettable selfie with royalty. When Mario visited his old friend Peach up here, she handed over a Power Moon she'd found as a present! Peach's curiosity leads her to all sorts of secrets along the way, too. Must be a Mushroom Kingdom twhing.

Local Advice

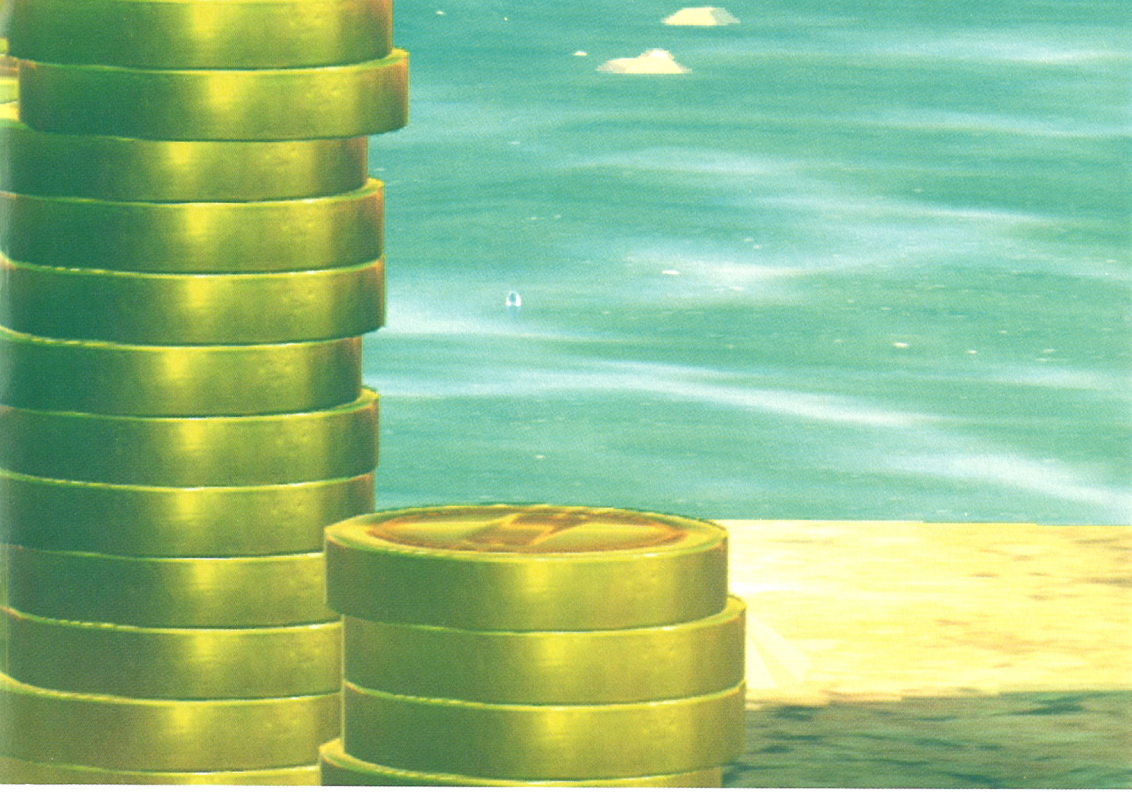
Dual Docile Dino Dorries

Wildlife lovers and students of fossil history should take the opportunity to delight in the friendliness of the Dorries here. The gentle creatures float along quietly carrying local Crazy Cap's franchises. Trade with the Bubblainian vendors on the dinosaurs' backs, and even climb on top of their noses and hats. Unlike most hat-wearing animals, these dinosaurs cannot be captured. As if to make up for it, though, Mario found a Power Moon near each slowly-swimming Dorrie by searching just above (in the air above the giant, dapper top-hat) or below (underneath Dorrie's belly).



Combing the Depths

Some of the area's strangest features are found on the floor of the carbonated sea. There are many underwater nooks, crammed with Regional Coins or other surprises. Deep channels cut into underwater walls, revealing secret passageways and submerged pipes and doors.



In the southwest corner, a grating of unknown origin leads to a shockingly big, deep chamber, the waters within snapping with Maw-Rays. Somewhat in the middle of the kingdom, not far from the Glass Palace but underwater, an ancient flat landscape hidden underneath the wafting silt can be accessed through four 8-bit pipes, with several nostalgic surprises contained within.

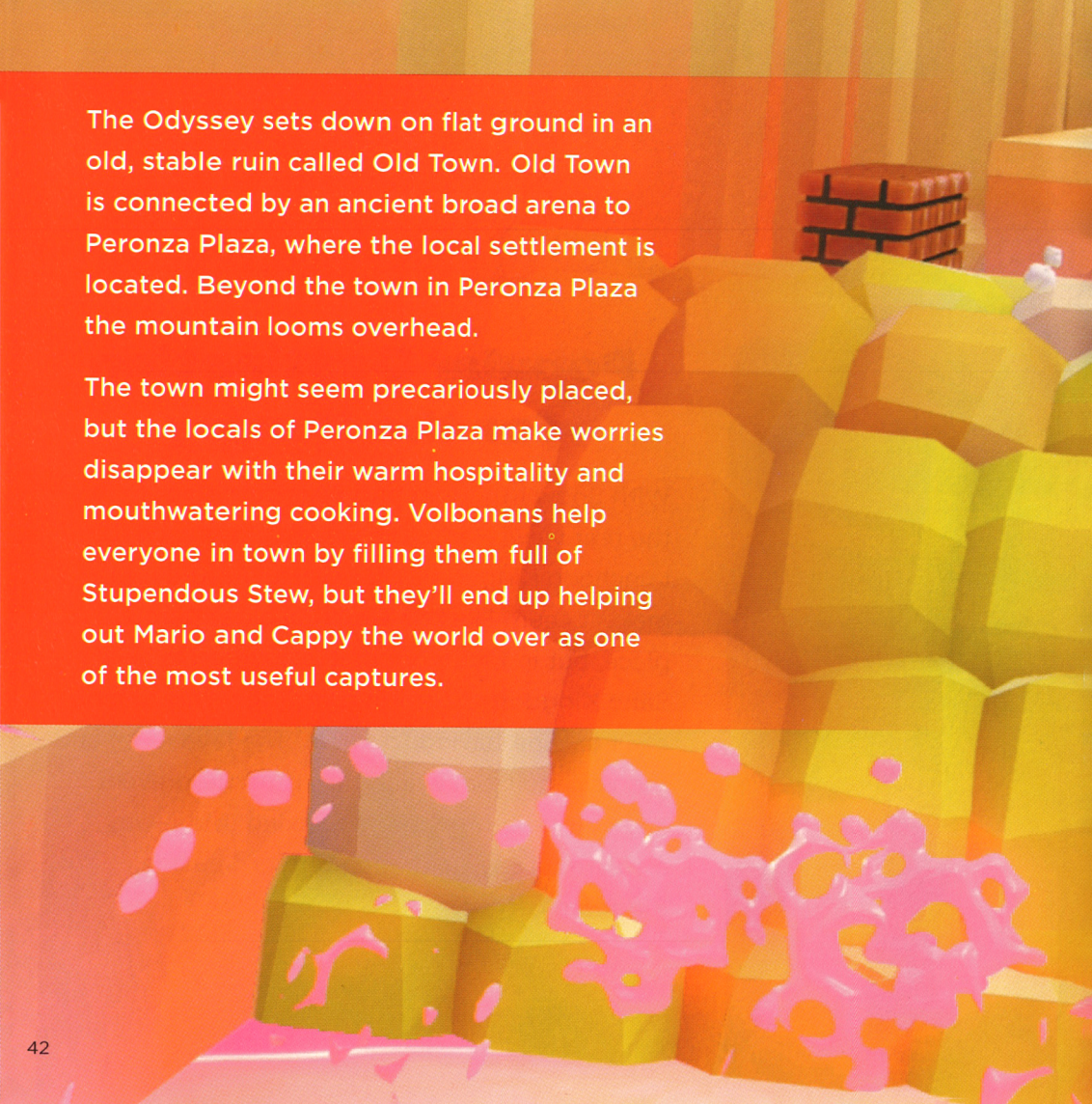
Luncheon Kingdom

Popular Destination for the Hungry

With Snow Kingdom and Seaside Kingdom in the rear view, Mario and Cappy plow onward to Luncheon Kingdom. The colorful nature might make it seem like this won't be a dangerous place, but in fact most of it is covered in lava! Sand Kingdom, Lost Kingdom, now this... Mario can't escape having to sweat. The lava lakes and the volcano from which they emerge prevent any visit here from being relaxing in the way a sojurn to, say, Lake Kingdom or Seaside Kingdom can be.

The Odyssey sets down on flat ground in an old, stable ruin called Old Town. Old Town is connected by an ancient broad arena to Peronza Plaza, where the local settlement is located. Beyond the town in Peronza Plaza the mountain looms overhead.

The town might seem precariously placed, but the locals of Peronza Plaza make worries disappear with their warm hospitality and mouthwatering cooking. Volbonans help everyone in town by filling them full of Stupendous Stew, but they'll end up helping out Mario and Cappy the world over as one of the most useful captures.



Luncheon Kingdom isn't just geological hazards and quirky cooks, though. The renowned Hammer Bros and Fire Bros pests are out in force here, providing more of a fight than most hostile creatures. Leaping Koopa Bros square up against tourists who stray too far from Peronza Plaza, alongside just about every other kind of flame-powered creature.

While the town and the mountain serve as the standout places of interest here, it's worth striking out into the wider surroundings. There are several noteworthy islands to find poking up from the lava flows surrounding Mount Volbono, each worth exploring, not to mention lava-bound bubble cannons waiting to propel Lava Bubble-form Mario to who-knows-where!

Mount Volbono

The bubbling burg that heats the meats.

GET TO KNOW MOUNT VOLBONO	
Population	Plentiful
Size	Buffet
Locals	Volbonans
Currency	Tomato-Shaped
Industry	Food, Minerals
Temperature	Average 93°F

A DIFFERENT KIND OF FORK IN THE ROAD

If living in a settlement at the foot of an active volcano bothers the Volbonans, they don't show it. These locals, shaped fittingly like utensils, are dedicated to their cooking craft. They pride themselves on the famous Cooking Carnivals they put on, where eager samplers are drawn in from all over the globe.

THREE KEYS TO THE KINGDOM

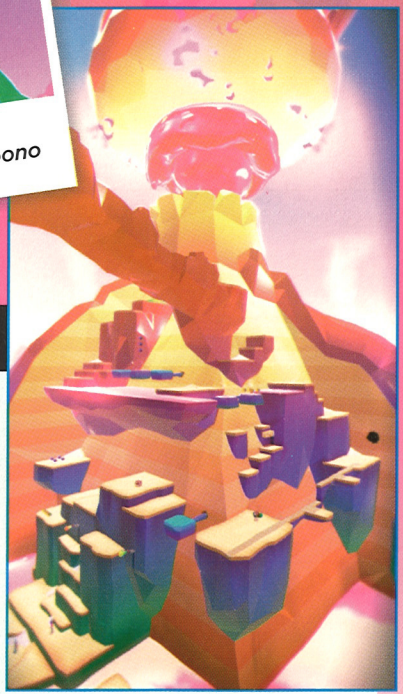
1. *Sample the famous dish Stupendous Stew. It's what the locals eat.*
2. *Gape at exotic ingredients like gigantic vegetables and rock-hard cheeses.*
3. *Marvel at the preserved architecture, the best-kept secret in tourism.*

Top Sights

Cooking with a Volcano

Surrounded by strange pink lava, Mount Volbono is colorful and vibrant, a vision straight from a picture book. It is famous for its cuisine, with dishes simmered over the volcano, and chock-full of the local produce that grows to enormous size thanks to the volcanic climate.

Is Cookatiel food safe? #BiggestBird #MeatThief #MountVolbono

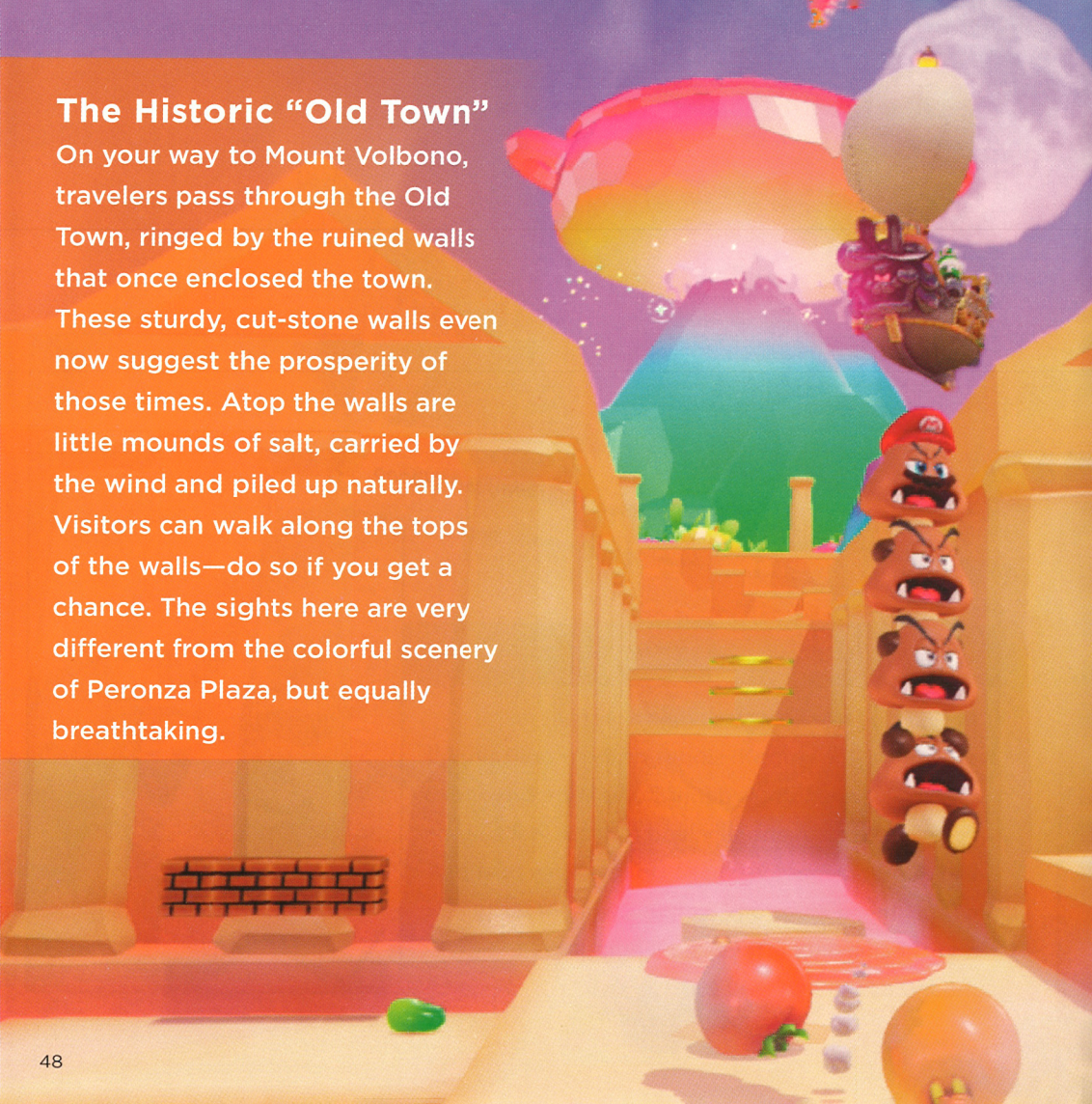


MARIO MOUNTAINEERING

At first, there's no way to gain purchase ascending the smooth slopes of the mountain. All paths for adventurers daring to venture beyond Peronza Plaza eventually lead to Meat Plateau. Later, after a massive shake-up reshapes portions of Luncheon Kingdom, a big network of ledges and checkpoints is revealed leading up the mountain's bulk.

The Historic "Old Town"

On your way to Mount Volbono, travelers pass through the Old Town, ringed by the ruined walls that once enclosed the town. These sturdy, cut-stone walls even now suggest the prosperity of those times. Atop the walls are little mounds of salt, carried by the wind and piled up naturally. Visitors can walk along the tops of the walls—do so if you get a chance. The sights here are very different from the colorful scenery of Peronza Plaza, but equally breathtaking.



Gotta keep running to stay out of the stew! #RollingCorn #StayingDry #OldTown

OLD SPOILS IN OLD TOWN

Old Town may be a ruin, but it's held up well, hardened by the dry air and baking atmosphere. Still, lots of little cubbies and unintended alcoves have developed from bits of the structures that have chipped off or broken away. Inside many of these gaps and inconspicuous shafts are modest regional riches to find, though a cautious and capable explorer is required.

Cooking Carnival

The highlight of Mount Volbono's year is the Cooking Carnival, where visitors from all over the world come to sample the famous Stupendous Stew. While cooking on a volcano is of course a grand spectacle, the dish itself has a surprisingly delicate flavor, described most frequently in reviews as a "melty deliciousity."

MOONS OVER EASY

The carnival won't go into full swing if there are dire circumstances threatening the town. When the party is popping off, you can be sure it's a peaceful and joyous time in the kingdom. When everyone is out and about enjoying the festival, there are many more opportunities for Power Moon-seekers to uncover hidden sources of lunar energy.

Stop crowding, there's enough for everyone! #OrderlyQueues #NoRush #CookingCarnival

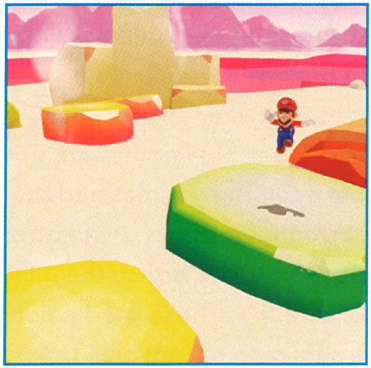
A Resting Place for Meat

The giant slab of meat used in the Stupendous Stew is crusted generously in salt and left to rest on a high perch near the volcano. Aging the meat high above the lava, cooled by the wind, is essential to creating the core flavor. If you arrived before the Cooking Carnival, be sure to take the opportunity to visit the platform and see the meat resting soundly before its long journey.

This must be the strangest capture yet.
#NicetoMeatYou #SaltShell #MeatPlateau

OUT OF THE FRYING PAN...

Few things are as appetizing as the sight of the Volbono cookpot filled with enormous, fresh ingredients. But this is also not a sight many people get to see. Travelers ending up in the cookpot somehow, likely through some misadventure, should not panic! The huge local veggies floating in the stew will support a person's weight while remaining buoyant, keeping them out of the cooking broth.



Peronza Plaza

Be sure to visit the centrally located Peronza Plaza for a friendly welcome. Once among the colorful heaps of giant ingredients and succulent smells, you may find it hard to leave.

PRODUCING CURRENCY

This land of plenty is piled high with hulking produce. It's heaped all around town in big drifts, which leads to gaps between big veggies and other big veggies, or between big veggies and the surrounding rocks. Perceptive observers will notice the glint of purple in these gaps among the varied colors of all the food—a sure sign of Regional Coins!

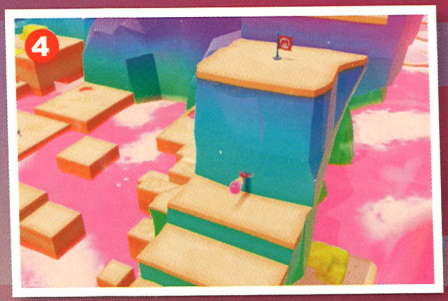
The town has a lot going on in a small space. The Volbonans definitely made the most of the land available. #FoodieParadise #FarmersMarket #PeronzaPlaza

It's-a-You, Here!

The Odyssey: *A flat plane in the uninhabited ancient ruin of Old Town suffices as the airship's landing pad. Sturdy walls still stand on either side with pink lava bubbles all around, segmenting Old Town into a blocky little island chain.*

Peronza Plaza: *This marks the entrance to the charming town at the foot of Mount Volbono. It might seem like a fraught place to locate a settlement, but the cheerful locals don't seem to mind. In fact, the volcano's heat aids their famous cooking.*

Path to the Meat Plateau: *The land bridge made of old, hardened sand stretches over the lava around the mountain's eastern flank. Just about all the sizzling-hot wildlife species in the world are found near this checkpoint.*



Meat Plateau: *Meat Plateau is a staging area for huge cuts of meat waiting to go into the gigantic stew on top of the volcano.*

Volcano Cave Entrance: *The path around Mount Volbono's western flank didn't appear until unexpected geological activity shook up the region. Across a few piping-hot gaps over lava, 8-bit pipes are nearby, along with a passage into a cave leading through the mountain.*

Start of the Peak Climb: *Lots of little salt-pile isles drift along behind the mountain around this useful checkpoint flag found at the base of the rise. Fire Piranha Plants sprout on some of the islands in the mire, and Captain Toad can be spied waving from a remote little island to the north.*

Top of the Peak Climb: *There's a checkpoint at the top of the climb to match the one at base camp below. This still doesn't quite ascend all the way. Traveling further requires capturing a Lava Bubble and climbing the lava slalom to the lava cannon above to hurtle up into the huge stewpot. This also doubles as the finish line for Koopa Freerunning.*

Salt-Pile Isle: *A solo salt-pile isle floating in the lava can serve as a base to explore the eastern sea. Requisitioning a Lava Bubble opens up the scalding liquid as a new realm of exploration. There are hidden lava channels, lava geysers to climb, lava cannons to launch across long distance, and other hidden islands to find.*

Remote Island in the Lava: *The most distant foothold in the kingdom is in the northeast corner, far from Meat Plateau. It can only be accessed via Lava Bubble, so it's off-limits to almost all tourists, sadly. It holds several surprises packed into a small space, including a fascinating painting.*

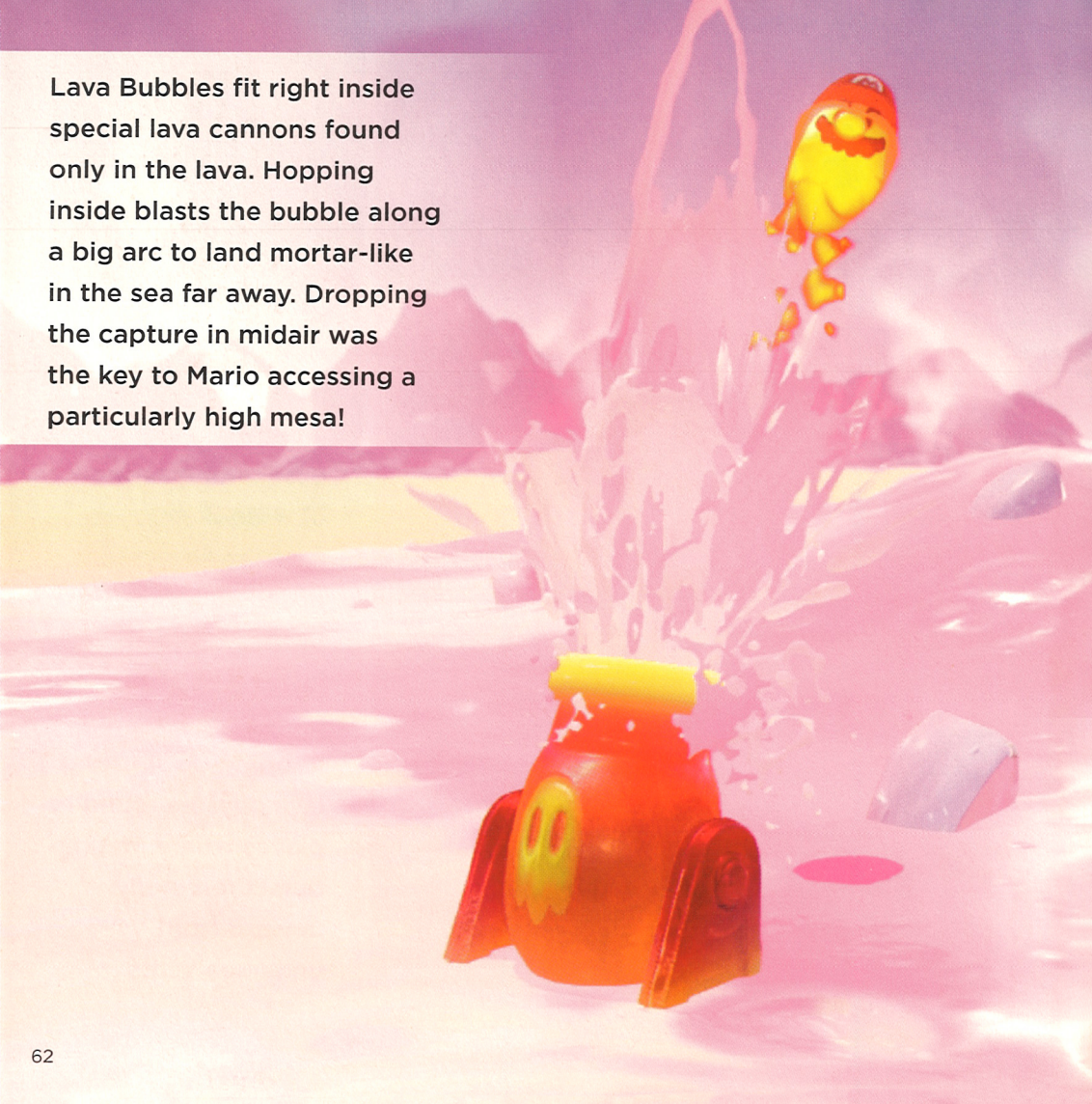
Floating Sky Island: *This tiny swatch of land floating off to the side in the sky can only be reached by stepping into a magical painting found in either Wooded or Lake Kingdom. Registering the checkpoint flag here presents a bird's-eye view to take in the colorful kingdom, but there's nothing else to do here but grab a photo (and a Power Moon!).*

Getting Around

Luncheon Kingdom is one of the most constricted kingdoms for the majority of tourists, with only a narrow stretch in and around Peronza Plaza serving as a safe haven. Mario isn't most tourists, though, and he wore Cappy when he visited Mount Volbono. Using the friendly Bonneter to capture Lava Bubbles was the key to traveling through Luncheon Kingdom freely.

Lava boils up from Mount Volbono's active caldera and runs down a descending series of wide plains, creating tiered seas of scalding broth. Swimming up from lower tiers to higher ones is possible by hopping up spurting lava geysers found in places where magma bursts forcefully upward from undersea vents.

Lava Bubbles fit right inside special lava cannons found only in the lava. Hopping inside blasts the bubble along a big arc to land mortar-like in the sea far away. Dropping the capture in midair was the key to Mario accessing a particularly high mesa!



The sprawl of the level involves hoofing it on land or swimming in the lava in bubble form, but the height of the level must be scaled by sheer climbing power, at least the first time. Then, the Top of the Peak Climb Instant Warp can be quite useful. Launch into the stew with a Lava Bubble, then jump out of the pot and plummet down the mountain toward Peronza Plaza for a new perspective on the kingdom!

Souvenir Hunting

Volbonans in town run a Crazy Cap's franchise, selling food-themed merchandise. For the local exclusives, the vendors only accept Tomato-shaped Regional Coins. There are 100 to find, mostly by thoroughly exploring the mountain and the lava sea around it. The standout set here is the Chef Suit and Hat. Apart from helping Mario and Cappy fit right in, they gain entry into the private chef's club found right next door to the souvenir shop.

CRAZY CAP: MOUNT VOLBONO EXCLUSIVES

ITEM	REGIONAL COINS
Chef Hat	5
Chef Suit	10
Painter's Cap	20
Painter's Outfit	25
Luncheon Kingdom Sticker	5
Souvenir Forks	5
Vegetable Plate	25

HAZARDS & HOSTILES

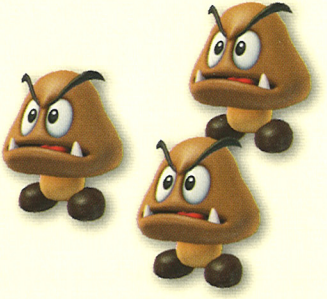
Though the Volbonans are generous and friendly, and few places are as fun and lively as Peronza Plaza during its famous Cooking Carnivals, Luncheon Kingdom at large is actually one of the most dangerous places in the world. Most of the area is surrounded by or covered in dangerously hot lava, there's hostile wildlife, and always the worry that Mount Volbono itself might pop its top!

Lava: *It might sound too obvious to point out, but the biggest worry around here is the omnipresent hot lava. Although not instantly lethal to the touch the way poison swamps can be, lava will send most anyone scooting for cooler ground, patting out smoldering clothing!*

Fire and Hammer Bros: *The classic Mario adversaries are both found here in force, showing a surprising interest in the culinary arts. Fire Bros must be great for starting up cookfires from scratch and searing fancy dishes. And Hammer Bros in Luncheon Kingdom are so into it that they're donning chef hats and carrying skillets instead of hammers. Still, cooking curiosity or no, they're still super unfriendly and dangerous to any tourists not affiliated with Bowser, and should be avoided.*

Magmato: *This blazing hot fruit rolls around the dried-out sand surfaces here, moving slowly enough to serve as more of a curiosity instead of a threat to most tourists. Magmatos seem mean but their thin skin can be pricked with as little effort as a hat toss, spilling their contents out into a temporary little lava pool.*

Goombas: *These combative little mushrooms aren't as dangerous as the lava surrounding the land or the other local creatures, but they can still get the better of travelers by swarming in numbers.*



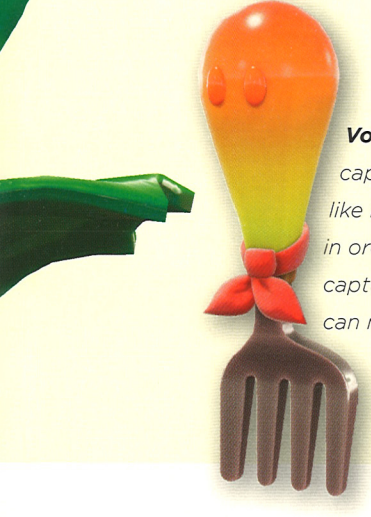
Spiny: *Almost any place where you find bodies of piping hot liquid or lava, you'll also find Spinies. These extremophile specimens are heavily armored to protect from the exact kinds of things that take out Goombas so easily!*

Fire Piranha Plant: *The basic Piranha Plant emerges from a pipe and snaps at creatures within reach around it, but the seeding of Piranha Plants far and wide has yielded distinct species. When Piranha Plants in Luncheon Kingdom detect nearby prey or threats, they can attack from long range by belching fireballs! Most creatures don't want to get burned, Mario included, so extreme caution is required. However, Fire Piranha Plants might inadvertently aid adventures, whether by taking out other hostile creatures with errant fireball shots, or by lighting helpful fires.*

CAPTIVE FRIENDSHIPS

In the course of Cappy and Mario's exploration here, they spent plenty of time taking over suitable local wildlife. In particular, the Lava Bubble was crucial to exploring Luncheon Kingdom. As ever, lots of mileage came from capturing Hammer Bros too, to exploit their extremely powerful weapons.

Lava Bubble: *One question to ask is: How does bubble-form Mario retain his classic mustache without it being singed in the extreme heat? It must be Bonneter magic. Anyway, while Lava Bubbles seem to lazily hop in one place forever on their own, under Mario's control the Lava Bubbles became agile speedboats dashing and skipping along the surface of the bubbling lake. Dredging every corner of Mount Volbono's sprawling magma pools is a very profitable exercise.*



Volbonan: *Not all Volbonans are susceptible to Bonneter captures. The susceptible ones Mario and Cappy ran into became like Poles for them, though, bending back and building up tension in order to catapult Mario like a projectile. High-tension flicks off of capturable Volbonans launch Mario much farther or higher than he can manage on his own power.*

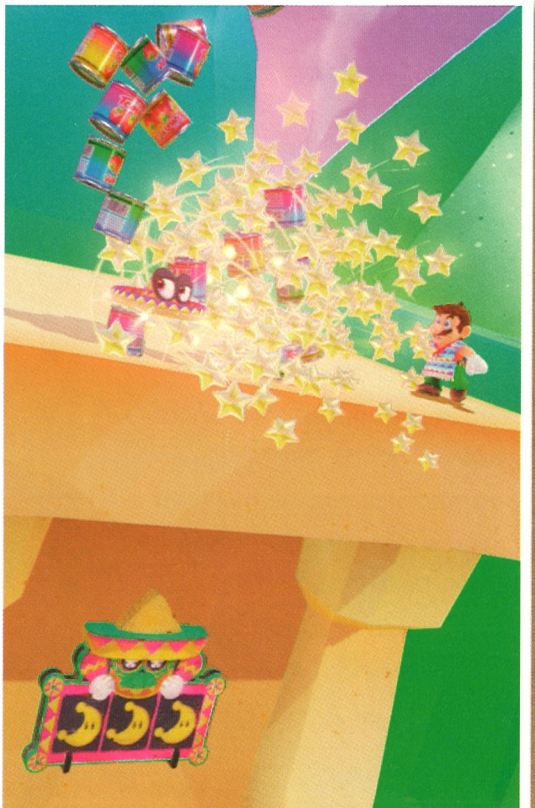
Events and Attractions

Capturing Hearts

Irritable Goombas were a dime a dozen during Mario's journey, but the more skittish, shy Goombettes were comparatively rare. Where Mario did find a Goombette out in the open, he found he could play matchmaker by calming a stack of ornery Goombas, then approaching the Goombette. Perhaps the Goombette was in the area for the Cooking Carnival? It's sometimes said the way to the heart is through the stomach.

Slots

The Tostarenan game that's proved popular in Sand Kingdom and in New Donk City can be found in the town at the base of Mount Volbono, too. Gamers looking for the shop need only search for the same kind of décor found on the Slots building exteriors in other areas. Don't miss the fun pyramid of cans precisely placed on the roof!



Cooking Club

Naturally, with so much cooking expertise found in such a small location, the Volbonans host a cooking academy. Inside, participants can learn more about carefully applying heat to food, which is often said to be the whole enchilada in a nutshell. There are restrictions before admission, though. Everyone must enter with a good attitude and a complete Chef's Outfit.

Cooking Assistant

The grandest cookpot dominates the northern skyline atop Mount Volbono, but the second-grandest is found in the middle of town. The Volbonan cook overseeing cookpot operations can always use help gathering ingredients from all around. The most sought-after veggies in the whole region are golden turnips.

Koopa Freerunning

Racers will surely feel the burn on one of the most challenging Freerunning courses. This rapid climb begins near the Volcano Cave exit, curls around the little salt-pile islands on the north side of Mount Volbono, then continues up the tiered northern rise of the mountain. The goal is at the Top of the Peak Climb checkpoint flag. Intrepid racers may attempt to take shortcuts up the side with deft jumps and Volbonan captures; cautious racers can follow the obvious route. Any racer who falls during the arduous climb won't set any records on that run, and will be in immediate trouble if they fall into the lava!

Art Appreciation

A hidden magical painting here is capable of pulling onlookers into its frame, spiriting them to the familiar kingdom pictured in the image. The strange painting frame is found on the Remote Island in the Lava, the furthest point away from the mainland on the map. Very few visitors can make it to the island, let alone the painting—it requires a captured Lava Bubble in order to make it here safely!

Postcards with Peach

When the Cooking Carnival rolls along, members of royalty are as intrigued as anyone. Princess Peach and Tiara bonded under stressful circumstances, and now they're visiting Peronza Plaza together, taking in the vibrant sights, sounds, and flavors.

Local Advice

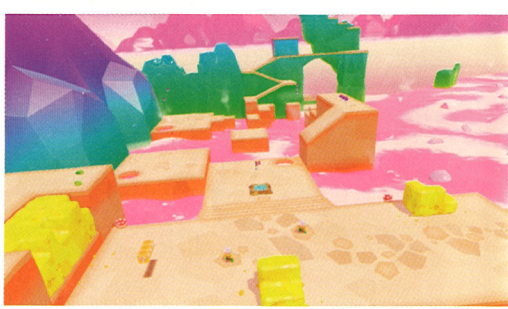
Cutting the Cheese

The high temperatures in Luncheon Kingdom dried out any cheese left out in bulk, resulting in a brittle, hard substance that most tourists cannot break on their own—Mario included. But what Mario can do that most visitors can't is capture creatures to solve problems. It just so happens that Hammer Bros in the area are wielding weighty pans, perfect for shattering old cheese blocks. In some areas cheese was piled up as a blockade, while in others there were secrets to be found in the ground underneath old cheese.

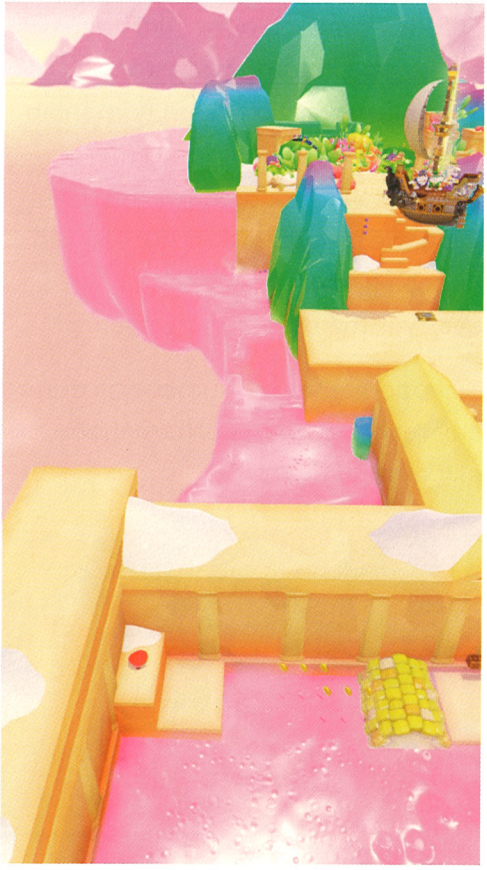
Minding the Terrain

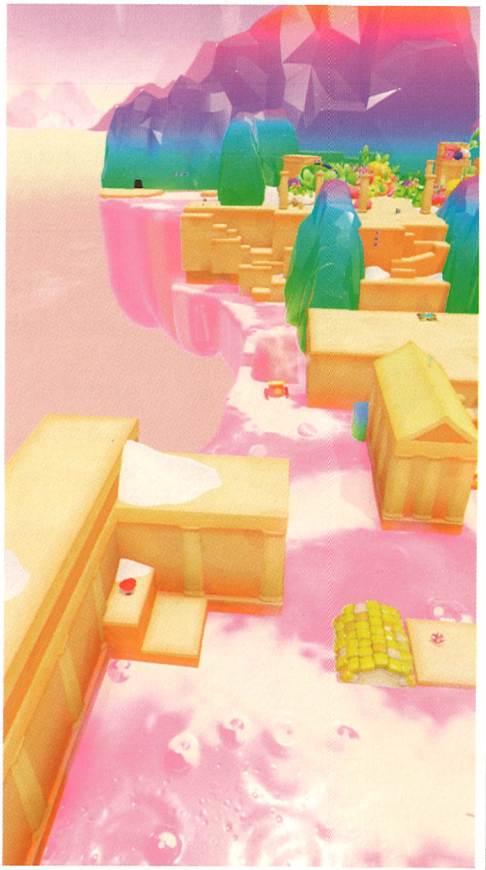
Mount Volbono is an active volcano, constantly spewing lava into the toasty biome. Like any geologically active area, the mountain may reshape itself, whether over time from hardening lava and ash deposits, or suddenly with the upheaval of an eruption or earthquake. The lava lakes surrounding the mountain also contain old ruins that have been known to shift, changing viable pathways over the steaming sludge.

And it just so happens that big rumblings during Mario's odyssey reshaped parts of Luncheon Kingdom considerably.



While Mario advanced toward Meat Plateau, he was able to access old pathways across the lava.





After considerable seismic activity, a strip of terrain along the western side of the landmass was reshaped, tearing out a portion of Old Town and revealing a new cave along the western side of the mountain.

The northern side of the mountain (or the "back," relative to the town) experiences a dramatic change after Volbono's caldera steams into critical territory. Smooth slopes give way to a winding path of platforms.

Kingdom Adventures

Travel Companion Volume 4

Written by Doug Walsh

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6081 East 82nd Street, Suite #400
Indianapolis, IN 46250

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ISBN: 9780744019339

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 18-1 shows that the first printing of the book occurred in 2018.

21 20 19 18 4 3 2 1

001-310365-Apr/2018

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ISBN: 9780744019339
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